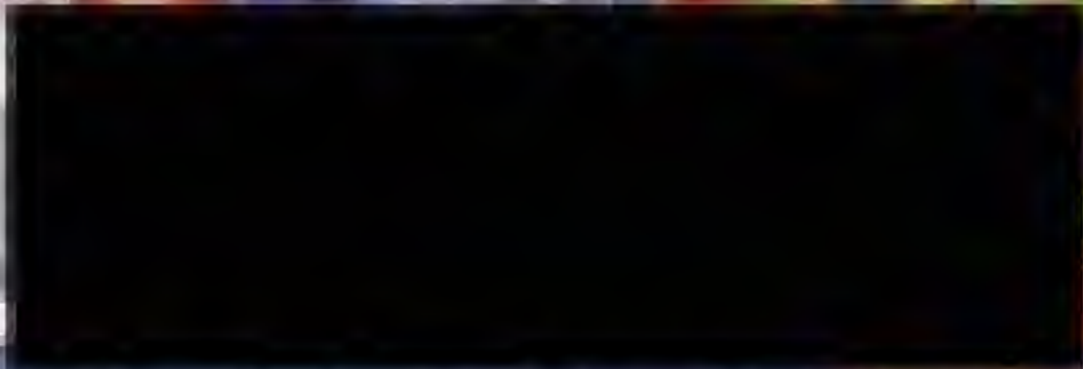


FOUR GAMES
IN ONE CARTRIDGE!



4

QUATTRO
AVVENTURA



Presented by
CODEMASTERS

LEADERBOARD



Atari Corporation
1100 East Bay Street, Fremont, CA 94539 U.S.A.



Atari Corporation



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More fun, more excitement, more... You get the most fun out of the game by using the hints and secrets included in this manual. Use the HINTS and SECRETS to your advantage. Remember, always use the HINTS AND SECRETS INCLUDED!

- EXTRA LIVES
- LEVEL WARPS
- EXTRA POWER-UPS



IMPORTANT INFORMATION:
 The information contained in this manual is for informational purposes only. It is not intended to be used as a substitute for the manufacturer's instructions. The information contained in this manual is for informational purposes only. It is not intended to be used as a substitute for the manufacturer's instructions. The information contained in this manual is for informational purposes only. It is not intended to be used as a substitute for the manufacturer's instructions.

GAME DOES NOT WORK OR PLAY?
CUSTOMER HELP LINE, TOLL FREE
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 Codemasters

SELECT GAME



- 1 F-16 RENEGADE
- 7 CJ's Elephant Antics™
- 13 Go! Dizzy Go!
- 19 Stunt Buggies™

Choose your Game

By using ultra-large memory chips we are able to bring you four full-sized games on one cartridge. The first thing you will need to do when you Power-On is select which game you want to access.



The game selection screen

Use the SELECT button to point the arrow on the screen at the game you want to play.
 Press the START button to activate the game, then read the screen in this booklet about playing the game.
 During play you can use the SELECT button to start the chosen game again.
 When you want to choose a new game you should Power-Off, wait a few seconds, and Power-On again.

TRINA



Trust me not quite what they seem about it. Because they know before the door to the computer room the real worried head of department Professor Hale is getting going to take over the world.

Along with the PC Professor Hale signed the USA's latest computer and set to launch a program which will control all of America's Air Force and subsequently he is in a mission to save World War II Professor Hale's reputation from being the shadow of a real programmer here in America.

Trust Professor is the only guy who can save the program. As a result of this, Trust discovered the security plan and tried to warn the Air Force. Unfortunately the Director at the time here thought Trust was a crazy kid and ground his plan.

Now Trust is about to take action himself. That night, wearing his red or sunglasses to hide, Trust went to the computer room and logged into JIFFI system. Finding the right tracking program for the F-14 Falcon jet, he gave himself a crash course in satellite spying. Satisfied that he could handle the F-14 Trust left the window and headed for the Air Base.

He knew the perimeter fence without any entry, antennas and managed to come the guard dogs at last with some candy he took in the pocket. Soon he was at the cockpit of the F-14 and pressed to see the keys were still in the dash. The first it was just to see if all ground crew other planes were well whaling down the runway, all they took orders from professor Hale's program.



F-14 Satellite



IT'S ALL IN YOUR HANDS...

You are Todd Freeman and you must Defeat Professor Hebe's computer controlled Air Force to stop World War III - Good Luck!



Professor Hebe hard at work, plotting the final touches to his computerized program.

CONTROLLING THE F-16

Here are the details about the control systems of the F-16 which Todd learned when he broke in to the USAF computer:

- A button:** Fire a bullet. (Hold the button down for continuous fire or tap it quickly for rapid fire)
- B button:** Smart Bomb (you start out with one but you can pick up more as you progress through the game)

Up/Down:

Left & Right: Move the plane

Start: Pause

Select: Select One or Two player game on title screen

4th Screen





Small Blue Power-Up



Maximum Weapons

WEAPONS SPECIFICATION

Full-Up can be set off by shooting all the planes in a blue squadron...

B: Smart Bomb, **P:** Weapons Power-Up, **L:** Extra Life

Each weapon is progressively more powerful. Some planes take more than one hit to kill with the weaker weapons.

TWO PLAYER GAME

This is a competitive Two player game: the aim is to out-survive your opponent...

As you hit an enemy, your opponent will rise up the screen, closer to the enemy and to closer to the danger!

There is a bar on the Two player panel with 6 dots. You must light all the dots to your colour...

White: player One and **Black:** player Two

The Two player game is only played in the overhead sections.

FLYING TIPS

- Try to learn the movement patterns on the first level - you can pick up a lot of bonuses at the start if you can shoot the blue planes.
- Try to kill the ground based weapon that quickly as they fire steadily homing missiles.
- There are 20 missions for Road to complete, 10 overhead and 10 3-D.



Competitive 2 Player



Ground based



The 3-D section



EJ

ELEPHANT ANTICS



C It's elephant antics™ have landed him in BIG trouble this time. Out exploring the jungle far from home, he stumbled into an elephant trap! And now he was being flown to a zoo, destined to spend the rest of his life in captivity!

But as the plane flew through some bad turbulence, EJ's cage shook and flew open. "Wow!", shouted EJ. "What a break! Africa, zooskeeper dudes, I'm outta here!" Grabbing a nearby umbrella, he dashed for the exit and jumped out...



EJ's elephant antics

Using his umbrella as a makeshift parachute, he floated gently down to the ground. One look at the famous Eiffel Tower was enough to tell him he was far, far away from his folks back home. "Great jumping jumbos!", EJ exclaimed. "We touched down in Paris!"

So EJ started out on his fantastic journey home, through the City of Paris, across the mountains of Switzerland, exploring the great pyramids of Egypt, and then into the jungle, deep in the heart of Africa.



LEVEL 1: THE TUNNEL

C.J.™ is faced with the mammoth task of getting back to his family in Africa. On his way he'll have to watch out for a whole load of bad guys: Frosty Frogs, Savage Snowmen, Sissy Smith and even Psycho Poodles! Luckily C.J. is not defenceless.



Optimus James

he can shoot peanuts through his trunk and even throw bombs.

CONTROLS

- A button:** Makes C.J. jump
- B button:** Shoots peanuts through C.J.'s trunk (C.J. never runs out of peanuts but he can only fire one at a time)
- Left & Right:** Walks C.J. left and right (C.J. gradually speeds up when a direction is held)
- Down:** Throws a bouncing bomb (unless C.J. is out of bombs)
- Start:** Pause
- Select:** Used on the title page to select a One or Two player game (more on this later)

C.J.™ with his trusty Umbrella



TIPS

Bombs are very useful for getting rid of awkward enemies, but be careful not to waste them.

TIPS

There are lots of spikes in C.J.'s way. Try to stay well clear of them as they are all instantly fatal.



Watch those spikes!



Be slow and steady.

enemies, while they will do their best to put an end to C.J.'s Elephant Adventure™.

LET'S MAKE FRIENDS!

When C.J. jumps or falls off a ledge, he uses his umbrella as a makeshift parachute, letting him fall from great heights.

LET'S MAKE FRIENDS!

In the Two-player game both players play at the same time, player One controls the red C.J. and player Two controls the blue C.J.

Red C.J. will throw blue bombs and blue C.J. will throw red bombs. Sometimes you will see green, yellow or brown bomb icons, pick them up as they will give you another 10 extra bombs.



Two can play too!



TIPS

When some enemies go "Pop!" they leave behind fruit or cakes that C.J. can pick for extra points. Sometimes they leave extra bombs, or a can of fuzzy drink that will give C.J. a burst of energy.

Go!

DIZZY!

Go!



13

"It is nighttime!" thought Dizzy. He awoke among the evil wizard Zaku's bad done to against the kidnapped Dizzy's friends while they were having a picnic in the woods and cast them into several strange and dangerous new worlds. Dizzy and Daniel must defeat the wizard's weird mazes to rescue their poor friends. Each friend has been trapped in a world of make-believe with many magical monsters.



Cyler was transported to a mysterious and scary world, deep in the ocean floor. He has only a few hours to get out, so he must be rescued fast. Poor old Dora is lost in a dark and gloomy forest where every round she takes leads to another tree. Grand Dizzy has been sent to an ancient and perfumed Egyptian city. Dizzy suddenly found himself in a lonely mountain wilderness and Dizzy has been imprisoned in the silver tower of the evil wizard's castle! Only you can help Dizzy and Daniel rescue the Yabbers!

Get Dizzy Get!

14

Dizzy's Quest for the Yolkfolk



World 1,
the Forest maze

For Dizzy™ to rescue his friends he must collect all the fruits in each of Jake's mazes. When Dizzy completes ten levels he can go onto the next world. There are five worlds for Dizzy to complete:

World 1	Dizzy	Underwater
World 2	Dave	Forest
World 3	Good Dizzy	Pyramid
World 4	Dizzy	Mountain
World 5	Dizzy	Castle

Dizzy has to be extremely cautious. If a snake that he may see, maybe I could get some help!



Controls

You can choose to play either Dizzy™ or David. Dizzy is controlled from pad 1, David is controlled from pad 2.

Up/Down

Left & Right will make Dizzy (or David) move around the maze.

Select

Switches between the player. For player and Control on the side screen. Starts the game and pauses the game when in play.

Start

The different game modes

One player mode: This is just Dizzy on his own crossing against the enemy.

Two player mode: This enables Dizzy to team up with David to defeat the enemy.

Control mode: This is really a competition to see who can get the highest score, not to see who can complete the most levels. There are six lives between you and when the other player dies, you get a massive score bonus. You see shared lives until they run out and the game finishes.



Two Player Control

It's a Harvest!

When playing the game, you will notice that one of the fruits is floating. If you collect this, you will get a bonus and another fruit will float. Collect all the fruits in that order to get a huge score bonus.



Collect the floating fruit



The Bonus Screen
You've got all the fruit
against the clock!

Learning to Play

There are many different ways of playing *Get Crazy Get!* - it is sometimes better to leave a monster trapped in a square instead of killing it. If you decide to kill it, it will only re-appear a few seconds later in a different place.

Why?
Well, it's
important
that the
player will be
able to
move with
the help



Power-Ups!

The big worlds to be explored are filled with all sorts of mean and nasty enemies. Wobbly jellyfish, longy leopards, Bully Rock Monsters, Sparking Electric Eels and Growing Pumpkins are just the start of it! Luckily there is a vast amount of Power-Ups you. Special items will appear to pick

em up! Some will let you pass through the edges of the screen, some will allow you to move any block, then there are Smart Bombs, Shields, Bombers and many others which change the gameplay when they are picked up.

The Scoring System

On *Get Crazy Get!* you are given a score grade at the end of your game. This is indicated by a colour so you can see how good you are. The colours go: Red (lowest) through Orange, Yellow, Green, Blue, Indigo, Viole, White, Brown (most players could eventually get this), Silver (very good score), Gold and Platinum (very rare - amazing score!) - Good Luck!

The yellow is
Smart Bomb



Stunt Buggies

It didn't seem the ideal birthday situation. Your folks having to spend the day with a sick relative while you're shooed off to stay with old uncle Zeb the inventor at his massive and probably haunted house.

However, what grants you when you reach in your strange new bedroom does seem like the ideal birthday present. A miniature, remote controlled, fully working sports buggy. With uncle Zeb already showing his strange behavior at the time, you decide to take the most machine for a spin in the apparently endless passages of the house.

Whilst cruising the basement, you notice a white light coming from a crack in the ceiling. "Uncle Zeb must have left a light on," you think, drawing closer. Suddenly a trap door opens and you are sucked up into a beautiful but bewildering new world. It seems to be under attack from an army of automaton hordes attempting to devastate the landscape.

You're still not sure how or why you're here but your help is obviously needed and with the trapdoor closing behind you there seems to be no choice...



Stunt Buggies

Goal!

You've been plunged into a strange new world and it's under attack! Your job is to drive around the maze in your Steam Buggy and collect all the bombs that have been planted there.

To collect the bombs you will have to avoid an assortment of weird and wonderful vehicles. Luckily your Steam Buggy is equipped with smoke which will temporarily dazzle the enemy cars, allowing you to escape.



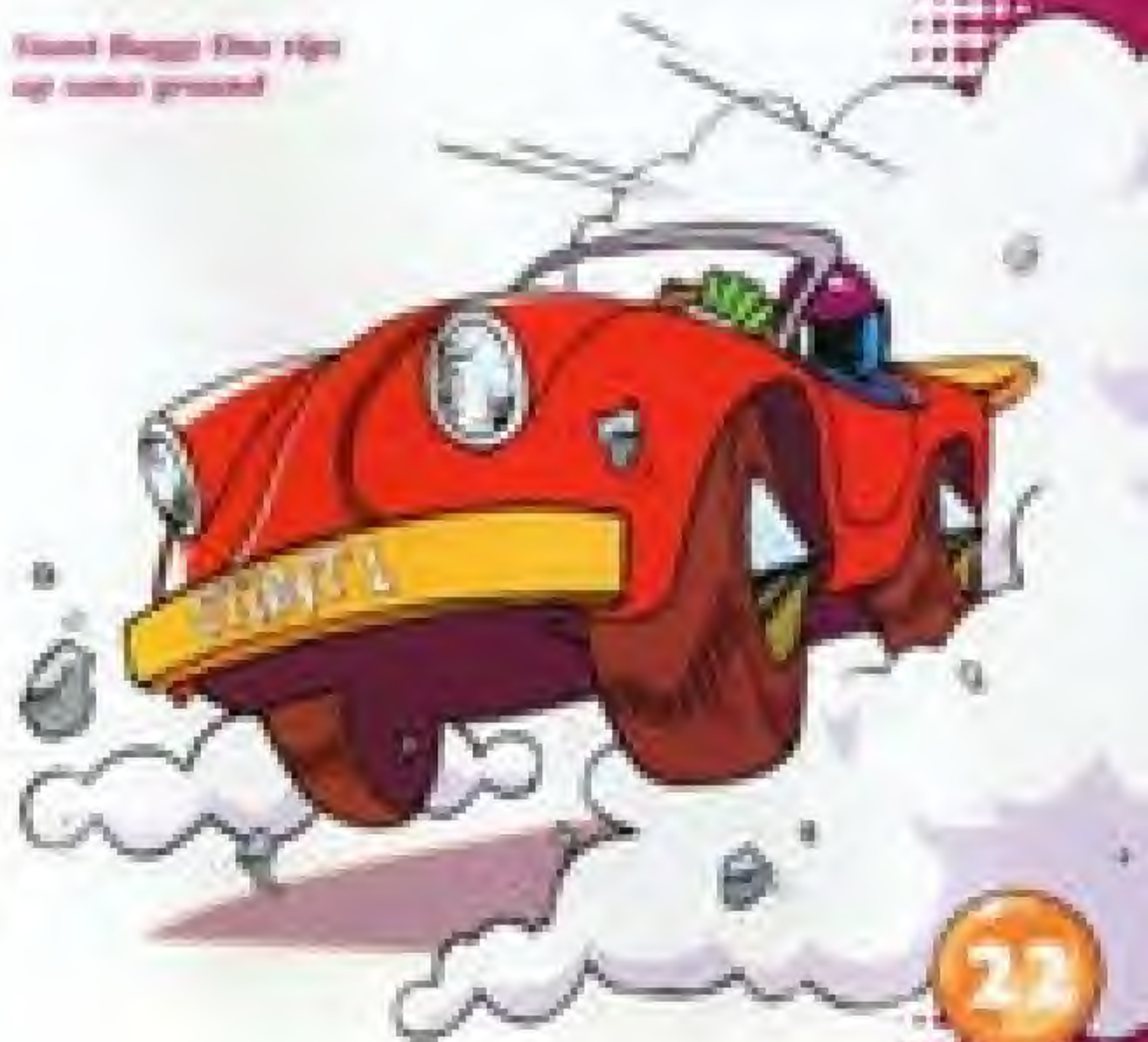
Steam's mist

On the bottom right of the screen is the radar. This shows you all the action going on in the maze.

- | | |
|---------------------------|--------------------------|
| White dots | Enemy |
| Flashing white dot | Your car |
| Pulsing circle | The next bomb to collect |

To the left of the radar is a counter which tells you how many bombs you have to collect.

Steam Buggy can spit up some ground



Controlling your Special Buggy

- B button:** Drop smoke
Up/down:
left & right: will turn your car at the next available opportunity
Select: Moves radar to other side of the street
Start: Pause
A button: No effect

"You can use the direction buttons before you reach a corner and the move will be remembered."

Collecting Bombs

If you collect the bombs in their flashing order, you will be given question marks which will give your car a Power-Up. Most of these are good, but some are bad, so learn which ones appear where.

The Rocket Car

The Bonus Game

On this level you must collect all the dollar signs. But beware! -the dollar signs turn into killer spikes as soon as you run over them.

Two Player Game

In Two player mode, the players take turns to control their cars. Each car is a different colour and the player's number appears above the car as it appears from the hole.



The Bonus Game

Start Tips

- Learn how to 'smoke' the cars and then pass through them -this is very important!
- On some levels you will have to collect the bombs in flashing order, this is because you will need the mystery power-ups to complete the level.
- If you are taking too long to complete a level, a special enemy car will appear to make you hurry up!
- The closer enemy cars are the more they will home in!
- Look out for hidden werps and them!



The game!



CODEMASTERS

Three more Codemasters games available from

QUATTRO



Micro Machines is a great game, featuring a maze of levels to be completed. The game is absolutely brilliant.

More Machines: Free VIDEO GAME.

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4

QUATTRO

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4

QUATTRO

QUATTRO SPORTS™, 4 action packed sports simulation games in the Quattro Sports series. Includes: BASKETBALL PRO™, SOCCER EMULATOR™, and HOCKEY EMULATOR™.

Each of the 4 games in the collection is carefully researched and programmed to be as accurate as possible and to capture the flavor and atmosphere of the original sport.



ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.

David and Richard Dering started writing video games while they were in their early teens and still at school in England.



From these beginnings David and Richard became contract game authors. They wrote games for many major British software houses, and many of them turned out to be top selling best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play.

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling game software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the world's best games people work at Codemasters global headquarters, a 60 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

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- The device may not cause harmful interference and
- The device must accept any interference received including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

The digital equipment does not exceed the Class B limits for radio noise emissions from digital equipment as set out in the radio interference regulations of the Canadian Department of Communications.